

DISTRIBUTED NETWORK SYSTEM ARCHITECTURE FOR
COLLABORATIVE COMPUTING

Min Zhu

Jian Shen

5 Steven Li

Guanghong Yang

Bin Zhao

Shi Yan

Zheng Yuan

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ABSTRACT OF THE DISCLOSURE

A distributed collaborative computer system is provided that comprises a plurality of server computers interconnected via a high-speed link. Client computers
15 can connect to any available server computer and start or join a conference hosted on either the server computer to which the client computer is connected or any other server in the system. As a result, the system and method of the present invention is easily
20 scalable to support an arbitrary number of participants to a conference by merely adding the appropriate number of server computers to the system. In addition, by replicating the conference information on more than one server computer, the single point of failure limitation
25 is eliminated. In fact, if a server hosting or participating in a conference malfunctions, the failure is detected by other server computers and the client computer is able to reconnect to the conference through a new server computer.